

**GAME BOY ADVANCE**

*the  
fairy*  
**OddParents!**  
NICKELODEON

**SHADOW SHOWDOWN**

AGB-BF2E-USA



**INSTRUCTION BOOKLET**

**THQ**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**



## **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions**

**Altered vision**

**Eye or muscle twitching**

**Involuntary movements**

**Loss of awareness**

**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

## **WARNING - Battery Leakage**

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.**

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# BOOB TUBE BLUES

The Fairy Crown Jewels have been stolen, draining Fairy World of most of its power! The devious thief, known only as the Shadow, plans to use the jewels to change Earth into a magical realm where he can reign supreme. To accomplish his dastardly plan, he's taken over Dimmsdale's local TV station with the intent to broadcast his evil magic across the world. Now the citizens of Dimmsdale are trapped inside their favorite TV shows!

Jorgen von Strangle sends Timmy and his godparents on a mission to find the jewels and stop the Shadow. Can Timmy save Fairy World, not to mention Earth, and turn TV back to normal in time for the season finale of Crash Nebula? The things a kid will do for television!

# SETUP

1. Turn OFF the POWER switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *The Fairly OddParents: Shadow Showdown* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).



# GETTING STARTED

Press START to display the Main Menu screen. You can use the Control Pad to highlight one of the menu options listed below. Press the A Button to make a selection, and use the B Button to back out of submenus. The four choices in the Main Menu are:

## NEW GAME

Select this option to begin a new game.

## PASSWORD

Enter a level password to begin playing at a particular stage in the game.

## OPTIONS

Items in this menu allow you to adjust music and sound effects.

## CREDITS

View the names of the people who helped to create *The Fairly OddParents: Shadow Showdown*.



# GAME CONTROLS



Control Pad

Control Pad Down

A Button

B Button

R Button

L Button

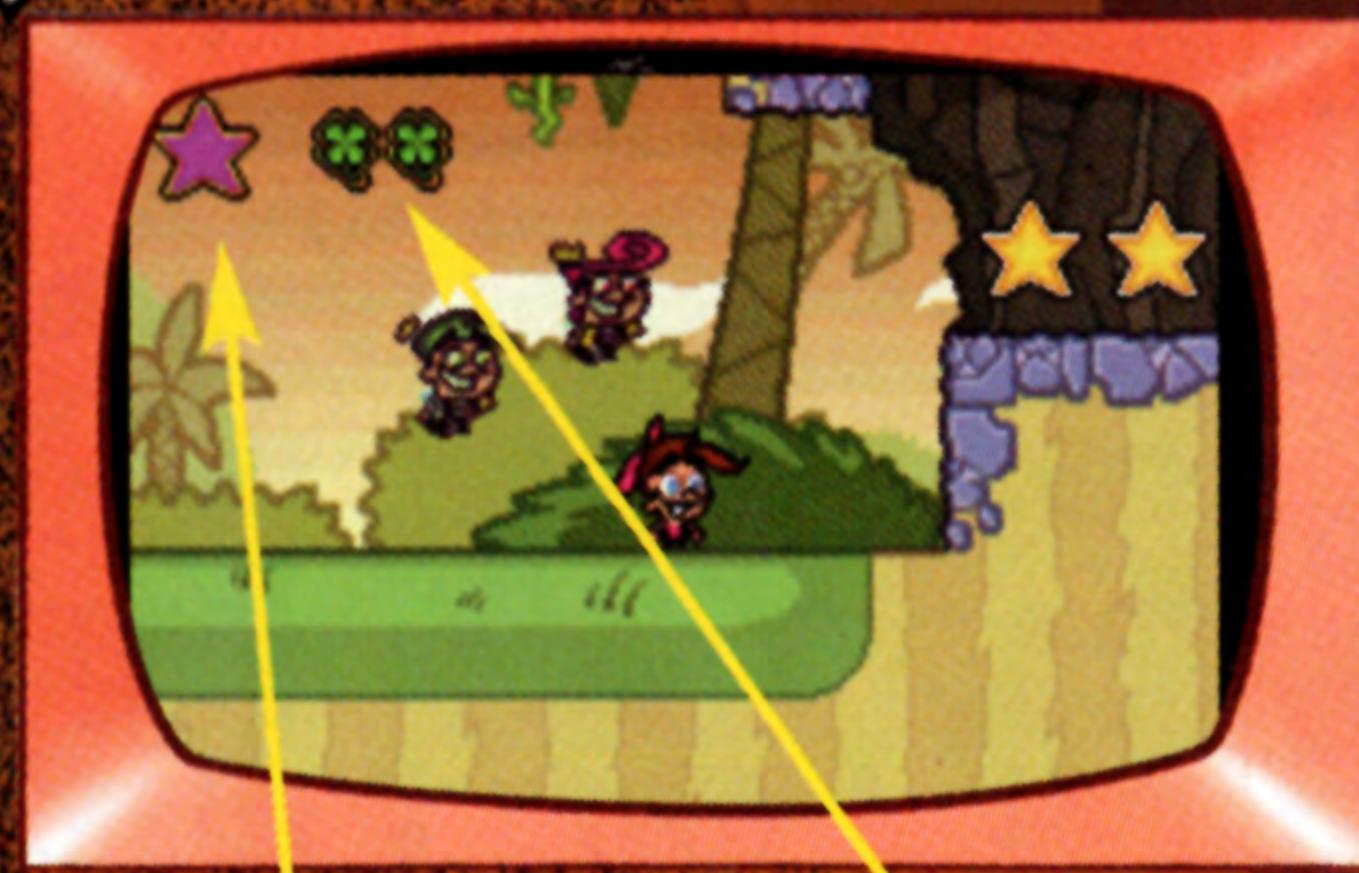
START

Walk, Climb up or down (when in front of a ladder or like object), press up to go through a door  
Double tap to Big Bounce (while airborne)  
Jump, hold button to Super Jump on mushrooms.  
Launch Star (when playing as Wanda)  
Sprint, Pick up and Throw objects  
Control Wanda  
Morph Timmy (when cued)  
Pause

# FAIRLY ODD ADVICE

## FEELING LUCKY?

You'll want to keep an eye on Timmy's luck during the course of the game. Luck is measured in clover leaves and each time Timmy is hurt he loses a leaf. When the leaves run out, you're out of luck and your turn ends, so pay close attention to the luck meter.



Star meter

Luck meter

Right next to the luck meter at the top of the screen is the star meter. It keeps track of the stars you've collected. When the star meter is full, it'll replenish one full clover of Timmy's luck.

## FAIRY POWER!

Throughout most of the game, Timmy's fairy godparents are by his side to lend him a hand. They each have unique abilities designed to help Timmy out of a jam.

## WANDA



Wanda has the power to change enemies from one form into another, which can really come in handy when it's time to solve puzzles! Use the R Button to activate control of Wanda. Then, press the A Button to launch a star from her wand. If the star hits a morphable enemy, it'll be transformed. Press the R Button again to return control to Timmy.

## COSMO



Cosmo has the power to change Timmy into a whole bunch of different forms! Each form gives Timmy a special ability, like flying or invisibility. The different forms also have a variety of effects on nearby enemies. Cosmo will alert you when a new form is available. Simply press the L Button to activate the transformation. To change Timmy back to normal, press the L Button again, or just wait until the magic wears off.

## THE BIG BOUNCE

A few final words of advice as you sally forth to save the day: double tap the Control Pad Down while Timmy is airborne to execute the Big Bounce. Timmy will dive and pound the ground so hard that the whole screen shakes! The bounce stuns smaller enemies in the area and smashes certain breakable objects.

# ITEMS

## STARS



Collect stars to fill Timmy's star meter. Remember, when the meter is full, it'll replenish one full clover of Timmy's luck.

## CLOVER LEAVES



A clover leaf represents one unit of Timmy's luck. Collect them to extend your turn.

## FULL CLOVERS



You've heard of lucky four-leaf clovers? Well, one full clover will give Timmy four leaves of luck! Be sure to collect them when you see them.



## HORSESHOES

 Collect a horseshoe and permanently increase the luck maximum by one whole clover.

Horseshoes also completely replenish Timmy's luck.

## PRESENTS

 Who doesn't love presents? Look out for these in the Scary Christmas level. Jump on a present to open it. They're usually filled with stars and clovers, but beware, sometimes there's an enemy inside.



# PRIME TIME SLIME

Meet just a few of the slimy bad guys standing between Timmy and the Fairy World Crown Jewels.

-  Anti-fairies are kind of like Timmy's godparents, only evil. Avoid them if you can, and if that doesn't work maybe Wanda can help you out.
-  Hold your applause, Elvis Fairy may look like the King of rock n' roll, but he'd rather bar your way than sing to you.
-  Apes are pretty fierce but easily distracted, especially when there's a banana around.
-  Bad news, dinos like to spit at you. How rude! If you can't teach these guys manners, try morphing them.



Evil elves? No way. Elves are kind and good. They work for Santa. They'd never throw exploding Christmas ornaments at Timmy... right?



Keep an eye out for these frisky little piggybanks. If they get too close they'll steal your stars and clovers. Defeat them and you'll be richly rewarded.



You'll steer clear of a Jack in the Box if you know what's good for you-unless you actually enjoy being on the receiving end of a giant boxing glove.



Yugopotaimian Guards are mean and hungry creatures. Hmm, I wonder what happens if you feed them?



Danger Timmy Turner! You'll want to get out of the way of Yugopotaimian Robots and anything they throw in your direction.



You'll have a ball with these rolling robots of doom. Did I mention they're immune to magic?



Beware the giggle pie. It will hypnotize Cosmo and Wanda! If you can't beat 'em, eat 'em. But be warned, it takes a stronger stomach than Timmy's to digest this dastardly dessert.



A word to the wise, don't feed the seemingly harmless flowers, Seymour. They're pretty ornery and they have a tendency to throw seeds every now and then.



Tripodlings look just like evil TV cameras. So it's no wonder they have the power to trap Timmy inside of a television!



Careful, these flying saucers will beam up any stars or clovers on screen.



It's a short fuse, so you know what that means. It's only a matter of time before KA-BOOM! You can pick them up, but you won't want to hold on to them for too long.



Friend or foe? Toss Bippy and recover any stars or clovers in his path.



Oooh, so sparkly and yet so evil! Don't confuse these vile gemlettes with the real crown jewels. Hint: the real jewels won't attack you.



Shadows (not to be confused with the Shadow) creep along the ground and lay in wait for Timmy. Watch out!

## WHO'S THE BOSS



At the end of certain stages you'll face off against the elusive Shadow in various forms. With each encounter he grows stronger and more cunning. Are you brave enough to make it to the final showdown and help Timmy drag the sinister Shadow into the light?

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Customer Service Department  
27001 Agoura Road, Suite 270  
Calabasas Hills, CA 91301

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# TAK IS BACK!



Cartoon Violence

## Tak 2 The Staff of Dreams



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